£1.15 • NO. 53 • 9TH JUNE 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • EXCLUSIVE!

sonic the comic

SPECIAL 2ND BIRTHDAY ISSUE

COMPO

SONIC & KNUCKLES JACKET & MEGA DRIVE GAMES TO BE WON!

HAPPY BIRTH-DAY TWO US!

NEW STORY

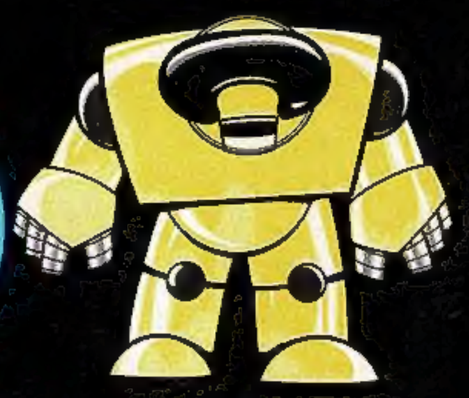
KNUCKLES!

NEW SERIES

SPARKSTER!

9 770969 304020 53

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

What's the magic number? All together now - it's **2**! *Two* mega-years since *STC* went ballistic on you and *two* megatastic new series starting this very issue as we're in serious party-on-down mode. The humes-who-think-they're-in-charge have donned their white suits and are bopping to their Bee Gees LPs (ask your Grandfolks!). Enough of those saddos, let's get down to business.

Knuckles took *STC* Boomers by storm with his first series, now he's back in **Total Chaotix** - and he's not alone. Has this new story anything to do with a certain new Sega 32X game? Could be!

You've pleaded, you've begged, you've sent sticky iced buns, at last he's here! **Sparkster, The Last of The Rocket Knights** debuts this issue. Yep, Konami's rocket-powered superstar has made it to *STC* (so enough with the iced buns, OK?).

You want more (whose birthday is this?). How about an exclusive **Sonic & Knuckles** denim jacket and copies of the **S & K** Mega Drive game? Check out the Compo inside.

Also, as a special - and we do mean special bonus - look out for the 1995 **Sonic Summer Special.** Classic **Sonic** thrill-power - on sale wherever *STC* is sold. It's mega!

On with the celebrations...hey, who scoffed that last piece of cake?

Megadroid

STC'S GLITTERING PRIZES!

STC almost paints the town red this issue, what with **Crayola** giving away packs of **Overwriter Pens** for each drawing published in the *Graphic Zone*! Not only that but those **Highgrove Stationery** humes are supplying *Speedlines* with new prizes too! For the hume who doesn't quite have everything ... how about a sensational **Sonic Organiser, Pencil Tin** and **trio of Pencils**!

Snap happy humes are also due for a treat as *STC's Photo Zone* will be giving away **Sonic & Knuckles Fuji disposable cameras**! So get those unusual **Sega/Sonic** related snaps in to the usual address. Remember, the more original the photo, the better!

*Each **Sonic & Knuckles** camera contains 27 full-colour exposures and has an automatic setting for perfect pictures - just aim and click!*

HUME ERROR!

Eagle-eyed Boomers who spotted that *STC* 50's Control Zone looked suspiciously like the April Fool's Control Zone (*STC* 49), pat yourselves on the back. Circuits were obviously blown in the midst of the celebrations; *STC*'s 50th issue and 2nd Birthday, and the wrong page was printed. Many thanks to all those Boomers who took the trouble to write in. For the record, *STC* 50's cover, which featured the gold **Sonic**, was drawn by Mr Carl Flint.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	ROAD RASH 3
2	▲	PGA EUROPEAN TOUR GOLF
3	▼	FIFA SOCCER '95
4	▲	WINTER OLYMPICS
5	▼	ETERNAL CHAMPIONS
6	▼	MICRO MACHINES 2
7	▼	THE LION KING
8	RE	URBAN STRIKE
9	new	SYLVESTER & TWEETY
10	▼	TOEJAM AND EARL 2

MEGA-CD

1	—	GROUND ZERO TEXAS
2	—	PITFALL
3	—	MICKEY MANIA
4	—	FIFA INTERNATIONAL SOCCER
5	—	BRUTAL: PAWS OF FURY
6	RE	MICROCOSM
7	▲	SNATCHER
8	—	REBEL ASSAULT
9	RE	WORLD CUP USA '94
10	RE	NOVA STORM

MASTER SYSTEM

1	RE	WINTER OLYMPICS
2	RE	ROAD RASH
3	▼	SONIC THE HEDGEHOG 2
4	▼	DESERT SPEED TRAP
5	▼	ROBOCOP V TERMINATOR
6	▲	THE LION KING
7	—	SENSIBLE SOCCER
8	▼	STAR WARS
9	▼	SONIC CHAOS
10	▼	DESERT STRIKE

GAME GEAR

1	—	ROAD RASH
2	—	WINTER OLYMPICS
3	—	JAMES POND 2 - ROBOCOD
4	▲	SONIC THE HEDGEHOG 2
5	▼	MICKEY MOUSE 2
6	▲	COSMIC SPACEHEAD
7	▼	DESERT SPEED TRAP
8	RE	THE LION KING
9	new	STRIDER 2
10	▼	ASTERIX AND THE SECRET MISSION

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

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SONIC THE HEDGEHOG™ Disaster! PART 3

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE

IT'S ALL OVER FOR THE DEATH EGG!

ROBOTNIK'S DEADLY DEVICE IS BEING TORN APART BY KNUCKLE'S ATTACK FROM THE FLOATING ISLAND.

SHOOM!

SONIC WOULD BE A LOT MORE IMPRESSED BY THIS IF HE WASN'T, AT THIS MOMENT, FALLING TO CERTAIN DEATH!

UH OH! EGGROBO'S GOT THE MASTER EMERALD! I MUST STOP IT GETTING BACK TO ROBOTNIK!

HEY BUDDY, MIND IF I BORROW THIS? THANKS!

I'LL ONLY GET ONE CHANCE...

AND THE CROWD GOES *WILD!* HOW *DOES* THE COOL, BLUE HEDGEHOG DO IT?

SHRAKK!

BETTER YET— THE EMERALD IS FALLING ONTO THE FLOATING ISLAND!

SCORE ONE MORE FOR THE GOOD GUYS!

YOU WON'T LIVE TO ENJOY YOUR VICTORY, SONIC... IT'S STILL A *LONG WAY* DOWN!

OH YEAH, *FORGOT* ABOUT THAT! WAIT AMO...

HOLD THAT POSE, CHUCKLES!

WH...WHAT ARE YOU *DOING?*

MEANWHILE, ON BOARD THE STRICKEN DEATH EGG...

NO *NOOOO!* MY EXQUISITE DEATH EGG!

IT'S OVER, GREAT ROBOTNIK, WE HAVE TO *LEAVE*, WHILE WE STILL CAN!

ALL RIGHT, GRIMER, WE'LL GO!

BUT I SHALL HAVE MY *REVENGE...* THE WHOLE OF THE *EMERALD HILL ZONE* IS GOING TO *SUFFER* LIKE NEVER BEFORE!

BOY, THAT EGGROBO *REALLY* DIDN'T WANT TO LEND ME HIS *JET PACK!*

HIS LOSS! IT'S THE ONLY WAY I CAN REACH THE FLOATING ISLAND!

OH LOOK, A FALLING DEATH EGG... TIME TO MAKE A WISH!

WHAT DO YOU KNOW – IT *WORKED!* THERE'S THE *EMERALD* JUST WHERE I EXPECTED IT TO BE!

BOY, THIS THING IS *HEAVY!* STILL I'VE *GOT* TO GET IT TO THE FLOATING ISLAND'S *EMERALD CHAMBER!* WITHOUT ITS POWER THE FLOATING ISLAND CAN'T STAY IN THE SKY FOR MUCH LONGER ... I *DREAD* TO THINK WHAT WOULD HAPPEN IF IT *CRASH-LANDED ON MOBIUS!*

K-ZAKK!

I JUST *KNEW* YOU'D SURVIVE THAT FALL SOMEHOW, *SPIKEBALL!* NOW STAND ASIDE, I WANT THAT MASTER EMERALD!

ROBOTNIK! DON'T YOU *EVER* GIVE UP?

BLKKOWB

DON'T BOTHER THINKING OF A REPLY, WALRUS CHOPS... YOU DON'T HAVE *TIME!*

FIRST I'M GOING TO **SQUASH** YOU LIKE THE *INSECT* YOU ARE!

THEN I'M GOING TO TAKE CARE OF YOUR PRECIOUS EMERALD HILL ZONE... *PERMANENTLY!*

BTHOOM!

BRAKK!

YOU TALK TOO MUCH!

SKTK!

PTOW!

I... I'VE NEVER SEEN HIM LIKE THIS BEFORE... NEVER SO *SAVAGE!*

KRRANG!

THE ISLAND'S EDGE! AAAAAGH!

I ... I DIDN'T MEAN TO KNOCK HIM OVER ...

HUH, LOOKS LIKE ROBOTNIK'S LUCK IS HOLDING OUT AS USUAL!

THOSE DAMAGED JETS SHOULD TAKE HIM DOWN SAFELY ... THOUGH I WOULDN'T BET ON A **SOFT** LANDING!

KNUCKLES ... JUST WHEN I **DON'T** NEED YOU!

LATER, SONIC! IF WE DON'T GET THE MASTER EMERALD BACK TO THE EMERALD CHAMBER NOW, IT'LL BE **TOO LATE** TO STOP THE FLOATING ISLAND CRASHING!

NOT SO **FAST**, SUNSHINE! DON'T FORGET, **I** GOT THE EMERALD OFF ROBOTNIK AND I'LL BE HAPPY TO LET YOU HAVE IT ...

IN RETURN FOR A LITTLE **FAVOUR!**

THREE DAYS LATER OFF THE COAST OF THE EMERALD HILL ZONE.

I WONDER IF WE'LL EVER SEE HOME AGAIN.

ROBOTNIK'S EVIL MUST COME TO AN END ONE DAY. I KNOW WE'LL RETURN.

SO THAT'S THE FLOATING ISLAND! HOW IS ANYTHING THAT BIG ABLE TO *FLY*?

THE LAST BOAT IS NEARLY ACROSS, SONIC, WE MAY AS WELL LAND!

OKAY, TAILS!

YOU MAY HAVE DRIVEN US OUT, ROBOTNIK ... BUT WE'LL BE BACK, *COUNT ON IT!*

OKAY, RED, EVERYONE'S HERE. THE EMERALD HILL ZONE IS *COMPLETELY EVACUATED!*

RIGHT, AS LONG AS YOUR PEOPLE KEEP TO THE FLOATING ISLAND'S *MUSHROOM HILL ZONE* EVERYTHING SHOULD WORK OUT FINE!

YOU HAVE OUR WORD...

BUT WHAT'S MORE TO THE POINT, NOW THAT THE FLOATING ISLAND IS ON *FULL EMERALD POWER* WE'RE SAFE FROM ANY ATTACK!

THAT'S THE THEORY ANYWAY.

I TRIED GOING EASY ON THOSE EMERALD HILL *WORMS!* I TRIED TO BE A *JUST RULER!*

BUT THAT'S ALL OVER NOW! FROM NOW ON IT'S *NO MORE MISTER NICENIK!*

NEXT ISSUE : IF THINGS AREN'T ALREADY BAD ENOUGH — HERE COMES PREDICTO!

Graphic Zone

Nappy Birthday to Sonic, Tails and Doctor Robotnik! The artist- humes responsible for revealing these characters in their first flushes of youth will each receive a pack of **Crayola Overwriter** colour fibre-tipped pens.

... But does he hum too?

Allison Hedley, Rowlands Gill, Tyne & Wear. MD owner. Crayola Overwriter Pack Winner.

←

Early, early Sonic!

Daniel Long, London. GG/MD owner. Crayola Overwriter Pack Winner.

→

Born to read STC!

Kenny Leung, Hackney, London. MS/MD owner. Crayola Overwriter Pack Winner.

'Babyface' Robotnik ... old before his time!

Mark Overton, Leicester. MCD owner. Crayola Overwriter Pack Winner.

Jonathan Boyers,
Sale, Cheshire.
GG owner.
Crayola
Overwriter Pack
Winner.

Crying over spilt milk?

Wayne Merrills, Gainsborough, Lincs. MD owner.
Crayola Overwriter Pack Winner.

The tooth is out!

A nappy pair!

A. Kearney, Cheshunt, Herts.
Crayola Overwriter Pack Winner.

To help get your handywork selected in future *Graphic Zones* please take note of the following tips:

- Draw in paint or felt tip pen on plain white paper (avoid lined paper, pencils and crayons as they don't show up as well when printed).
- Be original and don't copy pictures from the comic - come up with your own ideas.
- Include your name and address, preferably written in capital letters on the back of the page.

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems
Reviewer this issue: *Jenny Fromer*

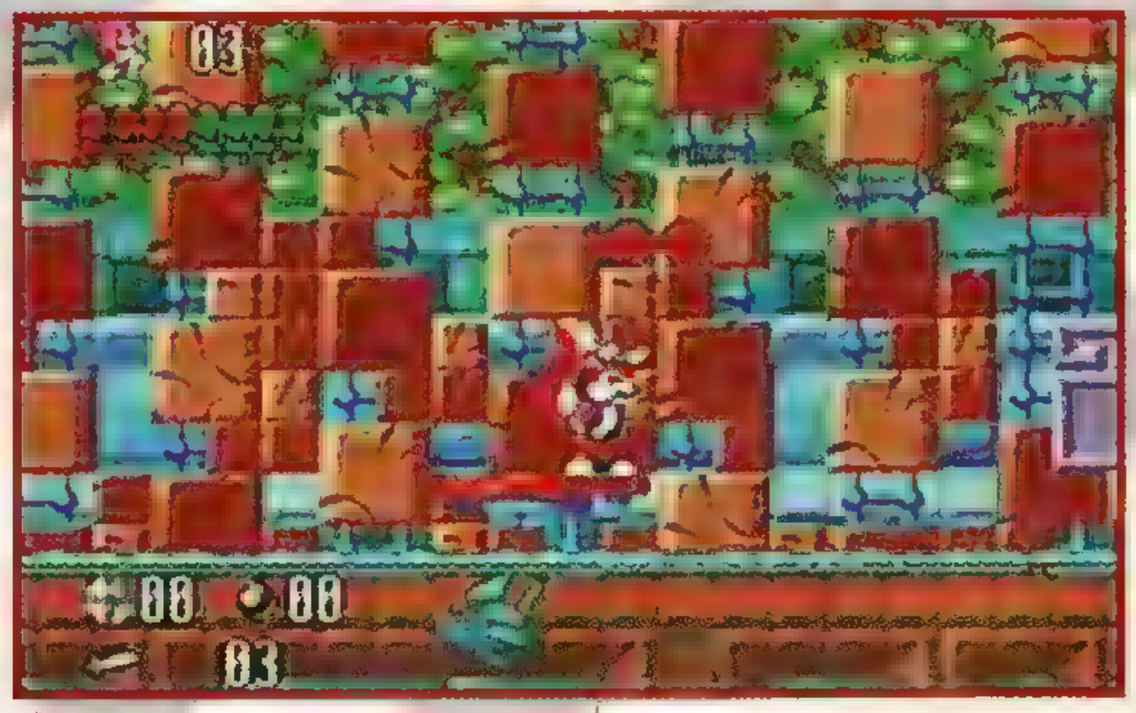
RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

MR NUTZ 2

game type: PLATFORM/ADVENTURE
1 PLAYER

MD
Mega Drive

PRE-RELEASE VERSION REVIEWED

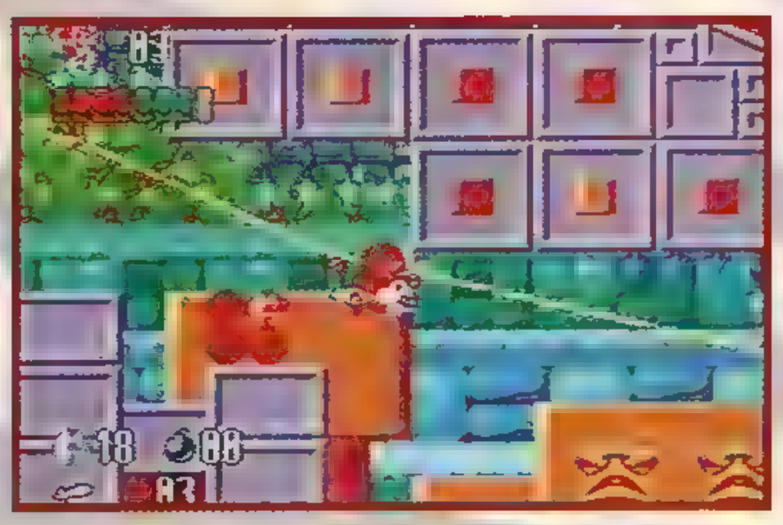


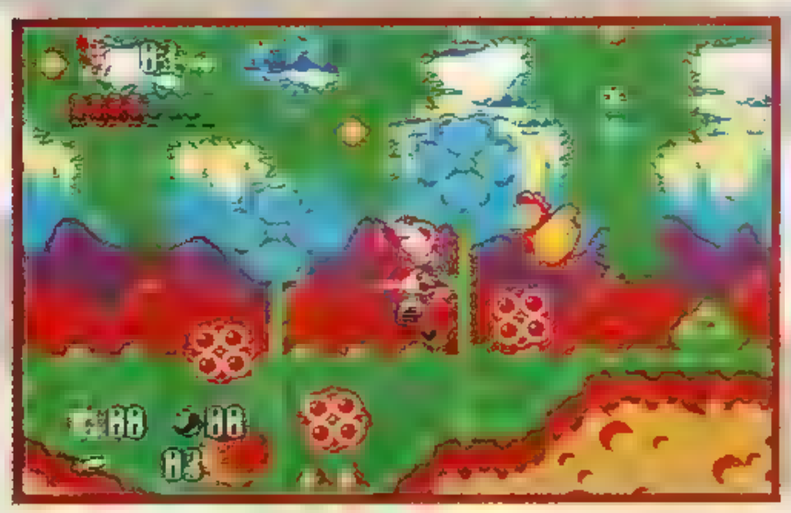
The thinking behind **Mr Nutz 2** cannot be faulted. At last, a platform game with a good mix of humour, challenge, puzzles and longevity. At least, this is the impression you get when first checking out the details. The plot to this sequel is brilliant; an outer space race of chickens is taking over the universe and turning all life forms into chicken dinners! As they descend on Peanut Planet, holiday home of Mr Nutz, there is a chance they could still be stopped.

The game is satisfyingly large and complex. Not only must you rid four continents of chickens, but you must find their bases and techno cities, defeat end-of-level bosses and exterminate all chickens or else they reappear later. As Mr Nutz you are a squirrel of many talents including flying, swimming, magic skills and a useful left hook.

That said, while the idea is great, the gameplay isn't. Particularly annoying is the miles of text you have to scroll through to get information when moving around the map screens. Worse still, controlling your squirrel is a frustrating and clumsy experience. When Mr Nutz flies with only one feather, all attempts to land him are a nightmare. At other times your squirrel switches between being sluggish or too fast to rein in.

While considerable praise is due to Ocean for creating a platform game which contains a full scale adventure, **Mr Nutz 2** falls far short of its potential. On the plus side, it's a large game with plenty to keep you interested and having password access cuts down on needless repetition. All in all, **Mr Nutz 2** could be better, but is well worth a look.





FAST FAX

PUBLISHER: OCEAN
PRICE: £39.99

GRAPHICS 82
SOUND 74
PLAYABILITY 76

RAVES: Good adventure element
GRAVES: Difficult to control Mr Nutz

OVERALL 80%

Shinobi

POWER OF THE ELEMENTS PART 7

Script: ALAN McKENZIE Art: JON HAWARD Lettering: TOM FRAME

JOE MUSASHI'S OLD ENEMIES, THE FOUR ELEMENTS, HAVE ATTACKED THE ROOFTOP HOME OF MUSASHI'S NEW ALLIES, THE ROOFWORLDERS. IN THE MELEE, SENSEI HAS BEEN STRUCK DOWN.

SENSEI!

TOO LATE, OLD FOOL. TOO LATE FOR YOU!

THE OLD MAN IS GONE. SO WILL YOU, SOON!

NO!

NNNNG!

HAH!

YOU ARE A VALIANT FIGHTER. I WILL MAKE THIS QUICK!

WHAMM!

WAIT! WHAT ARE YOU DOING?

HGUUH!

YOU THINK I'M A FOOL? I KNOW YOUR POWER COMES FROM THE EARTH. TO RENDER YOU HELPLESS, I JUST HAVE TO SEPARATE YOU FROM THE GROUND.

YOU ARE A FOOL. YOU CAN'T HOLD ME UP HERE FOREVER.

I DON'T INTEND TO.

NOOO!

WHMMMFF!

SENSEI!

YOUR MAGIC CANNOT HARM ME. MY WATER POWER IS THE PERFECT DEFENCE AGAINST ALL FORCE.

PERHAPS SO. BUT WHAT WILL HAPPEN WHEN WATER. . .

...MEETS FIRE?

AHHHH!

FWWAASHH!

SENSEI!

POISON HAND. DEADLY UNLESS ITS EFFECTS ARE UNDONE.

BUT ONLY SENSEI HAS THE KNOWLEDGE FOR SOMETHING LIKE THAT.

I HAVE A LITTLE KNOWLEDGE, TOO.

MMMH!

THERE. I'VE TAKEN THE PRESSURE FROM HIS VITAL CHI JUNCTIONS. HE SHOULD RECOVER FULLY IN A FEW DAYS.

S-STAY... WITH...

THANK YOU, SENSEI. YOUR INVITATION DOES ME HONOUR, BUT I HAVE MY OWN GIRI.*

*SAMURAI EXPRESSION MEANING UNAVOIDABLE DUTY - MEGADROID.

THANK YOU FOR HELPING SENSEI.

HE'D DO THE SAME FOR ANY OF US.

WHERE WILL YOU GO?

I HAVE MY OWN SENSEI AND THE NEO ZEED AREN'T FINISHED WITH HIM YET. MY WAR ISN'T OVER. MANY BATTLES LIE AHEAD.

PERHAPS WE'LL MEET AGAIN.

FAREWELL.

THE END.

SHINOBI'S BATTLES RETURN TO STC – SOON.

how do you catch a smartian?

Little Bear

Zoch

Cassiopeia

Are you ready for the invasion, Earthling? Will you capture your very own glow-in-the-dark Smartian? The only way is to collect the tokens from

The Plough

Smorg

Babok

Leo

Yoz

Corvus

special packs of Smarties. Six tokens and 20 of your Earth pence equals one Smartian. But will you catch all four...? Zock, Babok, Smorg and Yoz.

Only Smarties have the answer.

STC'S MEGA-FABULOUS BIRTHDAY COMPO!

WIN! SONIC & KNUCKLES JACKET!

It's *STC*'s birthday and we want to give *you* a present (hang on, is that right?). Thanks to our peerless pals at Sega we've got an awesome, exclusive, one-of-a-kind, never-to-be-repeated, honest-to-gosh **Sonic & Knuckles Jacket** to give away (extra large only). The jacket, as modelled by Johnny Lightfoot is made of blue denim and has the famous **Sonic & Knuckles** emblem stitched (not printed) on the back. It's the **S & K** fashion statement every fan has been waiting for!

Sadly, only one fortunate Boomer will win this fabulous prize but, fear not, *STC* has five - count 'em - copies of the chart-storming **Sonic & Knuckles game** for the Mega Drive as second prizes. Whether you're a Cool Blue or a Red Dread, you'll get a mega-charge out of it.

ANSWER THIS QUESTION CORRECTLY AND YOU COULD WIN THE EXCLUSIVE SONIC & KNUCKLES JACKET!

Q. Which of the following places is **Knuckles** the guardian of?

1. The Miracle Planet
2. The Floating Island
3. Mobius

HOW TO ENTER

- Write your answer on the back of a postcard or sealed down empty envelope, along with your name and address and post it to:

S & K JACKET COMPO, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON WC1H 9SU.

- The first correct entry pulled from Robotnik's bathtub after the closing date of **Friday, June 23rd 1995** will win the **S & K Jacket.** The next five correct entries will each receive a copy of the **Sonic & Knuckles** game. Only one prize per person. The editor's decision is final.

PLEASE NOTE
Jacket is XL size only.
A Mega Drive is required to play the **S & K** game.

WIN! 5 MEGA DRIVE GAMES!

THE FLOATING ISLAND IS FINALLY RID OF DOCTOR ROBOTNIK AND, FOR THE FIRST TIME IN MONTHS, **KNUCKLES** IS ABLE TO RELAX.

NEW STORY

KNUCKLES
TOTAL CHAOTIX Part 1

Script: NIGEL KITCHING
Art: RICHARD ELSON
Lettering: ELITTA FELL

THIS IS *GREAT!* I WAS BEGINNING TO THINK I'D *NEVER* SEE THE MASTER EMERALD BACK IN THE EMERALD CHAMBER!*

*SEE RECENT SONIC STORIES - Megadroid.

AND FOR THE FIRST TIME IN *CENTURIES* ALL THE EMERALDS ARE *FULLY POWERED UP!* THAT MEANS I CAN EASILY MAINTAIN A PROTECTIVE FIELD AROUND THE ISLAND!

SO IF OLD EGG-BREATH EVER SHOWS UP HERE AGAIN HE'LL BE IN FOR A *SURPRISE!*

STILL, WHEN SONIC GOT THE MASTER EMERALD BACK FOR ME, HE DIDN'T GIVE IT TO ME FOR *NOTHING!*

WHICH *REMINDS* ME...

IT'S TIME TO CHECK ON MY NEW ARRIVALS!

THERE IT IS... THE MUSHROOM HILL ZONE.

IT LOOKS LIKE THE EMERALD HILL FOLK ARE MAKING THE BEST OF IT.

AFTER WHAT SONIC AND I DID TO HIS DEATH EGG, ROBOTNIK HAS VOWED TO *DESTROY* THEM ALL ON MOBIUS. THIS IS THE ONLY PLACE WHERE THEY CAN BE SAFE.

I JUST HOPE THEY KEEP TO THEMSELVES AND DON'T BOTHER ME.

LOOK AT THE *SIZE* OF THAT CRATER!

IT'S HARD TO BELIEVE THAT IT WAS CAUSED BY JUST *ONE BLAST* FROM ROBOTNIK'S DEATH EGG!

HEY, WHAT'S THAT?

IT HAS ANCIENT WRITING ON IT. *RATS,* I NEVER WAS MUCH GOOD AT TRANSLATING THIS STUFF!

HANG ON... IT'S SOMETHING ABOUT A GATEWAY TO A *DREAM COUNTRY...*

ZUM

UH OH! I THINK I TOUCHED SOMETHING I *SHOULDN'T* HAVE!

AGGGH! WHAT'S HAPPENING TO...

SHREEEE

...MEEEE?

HUH? WHAT IS THIS PLACE?

WAIT A MINUTE! THAT WRITING DIDN'T SAY THE DREAM COUNTRY, IT SAID THE *NIGHTMARE COUNTRY*... MY PEOPLE'S NAME FOR THE WEIRD DIMENSION NOW KNOWN AS THE *SPECIAL ZONE!*

OH, THAT'S JUST *GREAT*. THE SPECIAL ZONE... EASY TO GET INTO, BUT JUST ABOUT *IMPOSSIBLE* TO GET OUT OF!

PUT ALL THOUGHTS OF *ESCAPE* BEHIND YOU, VILLAIN...

NOW WHAT?

YOU FACE THE ALL-KNOWING, ALL-SEEING *OMNI-VIEWER**! YOUR ALLIANCE WITH THE DESPOT, ROBOTNIK, IS WELL KNOWN TO ME!

*HANDS UP ANYONE WHO REMEMBERS THE OMNI-VIEWER'S FIRST APPEARANCE WAY BACK IN STC #8 – Megadroid.

LOOK, YOUR INFORMATION IS TOTALLY OUT OF *DATE*...

WORDS ARE OF NO INTEREST TO ME. YOUR FATE IS *ALREADY* DECIDED.

PREPARE TO MEET YOUR *DOOM!* PREPARE TO MEET...

CHAOTIX
– GUARDIANS OF THE SPECIAL ZONE!

NEXT ISSUE: THE POWER OF CHAOTIX!

Q Zone

Tips & Cheats

The Q Zone has provided mind-boggling relief for plenty of Boomers over the past couple of years. Game guru David Gibbons recaps on cheats and tips for some of the most requested games.

ALADDIN

MD

A big Christmas hit during '93, **Aladdin** caused many Boomers to lose sleep with worry. But fear not, because once again the Q Zone presents cheats and tips galore for this fab platformer:-

LEVEL SKIP: Play the game as normal. Now, press pause then A, B, B, A, A, B, B and A to warp to the next level.

SECRET OPTIONS SCREEN: From the title screen, press A, B, B, B, B, C, C, C and C.

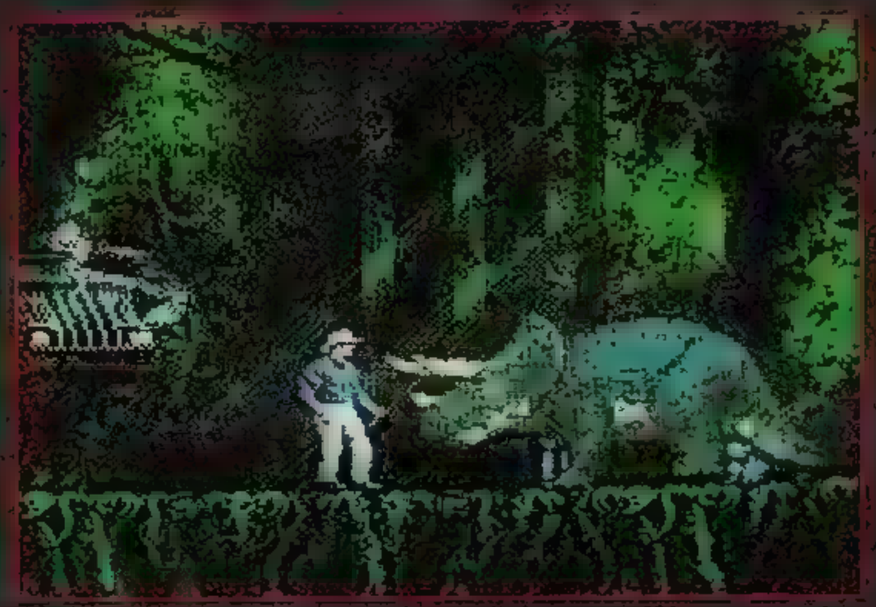
EXTRA LIFE: While on the desert level, go and kill the first snake. Go right back and there will be an extra life!

MICKEY MOUSE EARS: Again, on the desert level, stand near the washing line, so that when Aladdin moves his head you'll see him wearing Mickey Mouse ears! An extra life is now yours!

JURASSIC PARK

MD

One of the most successful movies of all time, faithfully converted to the Mega Drive. **Jurassic Park** is another game that caused monster confusion. Don't let dinosaurs ever rule your STC reading again, because here, once more, are those **Jurassic** cheats:-



LEVEL PASSWORDS:-

GRANT

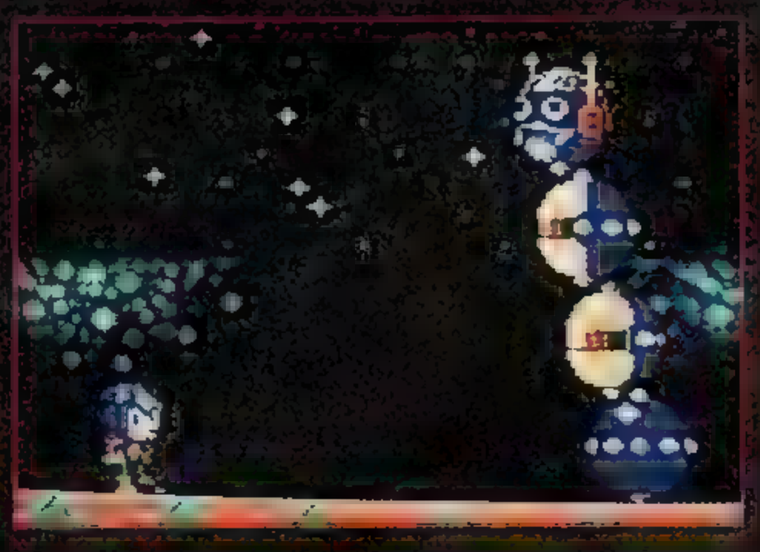
CODE	LEVEL
240P0021	POWER STATION
4A3PG0A4	RIVER
621C002N	PUMP HOUSE
81VVMF20	CANYON
A69KJG6U	VOLCANO
CVVVVVT4	VISITOR'S CENTRE

MAXIMUM AMMUNITION CODES
Enter these codes to give Grant full weapons:-

CODE	LEVEL
OVVVVVUP	JUNGLE
2VVVVVUR	POWER STATION
4VVVVVUT	RIVER
6VVVVVUV	PUMP HOUSE
8VVVVVU1	CANYON
AVVVVVU3	THE VOLCANO
CVVVVVU5	VISITOR'S CENTRE

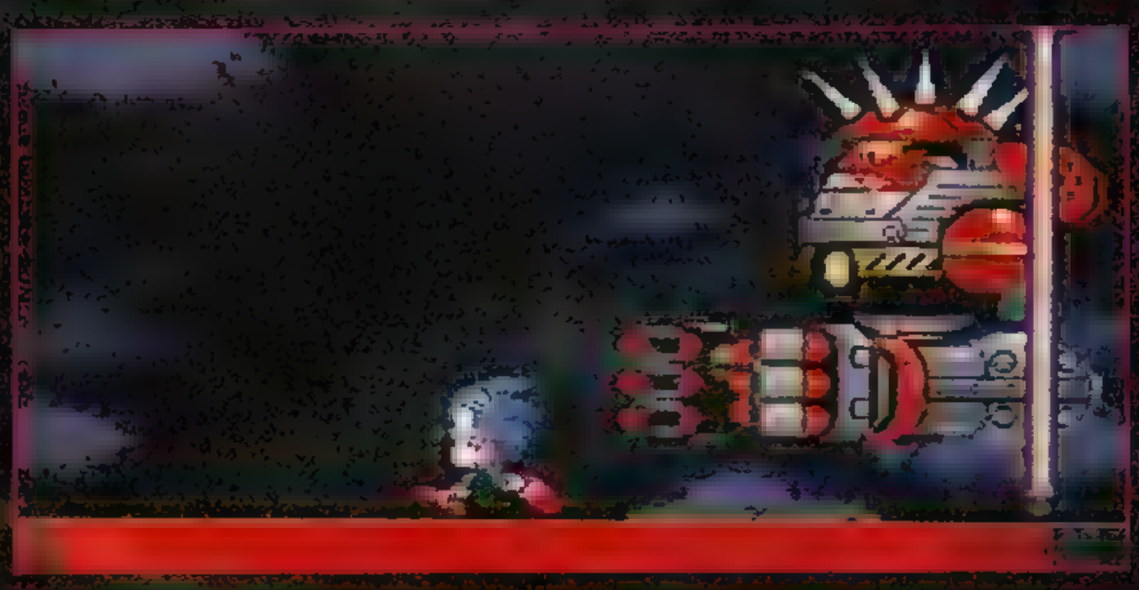
SONIC CHAOS

Ahh, yes. Sonic's first handheld-only game, and one that provided many headaches for Boomers nationwide. Getting further into the game seemed the main problem, so the Q Zone came to the rescue yet again with a fab level select:-



LEVEL SELECT: On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start to activate the cheat.

SONIC 3



Sonic's third outing as a Mega Drive superstar and one of his biggest hits to date. **Sonic 3** caused a mountain of desperate pleas and filled the Q Zone postbag to bursting point. We've shown these cheats before, but as it's *STC*'s second birthday we decided to give all you Sonic fans a real treat:-

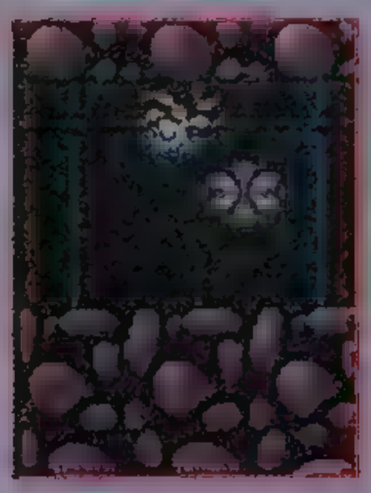
INFINITE LIVES: Get to the Launch Base Zone and hold the start of a Super-Spin-Dash between the Klaxon Alarms. You must allow the alarms to sound off continuously. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, keep going to get an extra life about every ten seconds (make sure Tails keeps away otherwise he'll upset the pattern - well, you know what these foxes are like!).

INVINCIBILITY: When the title screen appears, press Up, Up, Down, Down, Left, Left, Right, Right, A, A, B, B, C, C, A, B then C.

BONUS OF 100,000 POINTS, EXTRA CONTINUE AND TWO EXTRA LIVES: Finish an act in exactly nine minutes and 59 seconds.

LEVEL SELECT/DESIGN/SUPER SONIC: After you hear the voice say "Sega" and Sonic starts to appear on the screen, quickly press Up, Up, Down, Down, Up, Up, Up and Up. A chime is then sounded which indicates the cheat is activated. If you look under Competition there will be a sound test, which is actually a level select! Once you've chosen which level you'd like, hold down A and Start. Press B once to turn Sonic into an object, C to place it and A to change into something different. To become Super Sonic, turn into a box with S on it by pressing A, replace it using C and finally jump into it!

SONIC SPINBALL



One of the most requested cheats since the launch of your favourite comic, **Sonic Spinball** has had many a Boomer in a real spin as they've tried to get further into the game. Now you need spin no more as below you'll find these mega cheats printed once again.

LEVEL SELECT: Go to the Options screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C then Up. Now go to the title screen and hold down A, and press Start to warp to level two, B and Start for level three and C and Start for level four.

BONUS POINTS: Press A, B and C together while the game is adding up your total score. You'll get an extra five million after the first boss, and ten million after the second and third boss. These extra points will also help you gain additional lives.

GAME GENIE: For those of you who also own a Game Genie, here are two very special codes to try with **Sonic Spinball:-**

CODE	CHEAT
AW7T4A5L	Infinite lives.
AXNA8A94	Infinite balls in all bonus rounds.

NEXT ISSUE MICKEY MANIA PART 1!

DANGER!
DERANGED DICTATOR AT WORK!
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LATEST DIABOLICAL PLAN FROM DOCTOR ROBOTNIK MEANS SOME BOOMERS ARE FINDING COPIES OF STC HARD TO FIND
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NEW SERIES

SPARKSTER™

LAST OF THE ROCKET KNIGHTS Part 1

Script: NIGEL KITCHING

Art: KEITH PAGE

Lettering: STEVE POTTER

HIS NAME WAS SPARKSTER HE WAS THE HERO OF THE PLANET ELHORN.

HE LED THE FAMOUS ROCKET KNIGHTS TO COUNTLESS VICTORIES.

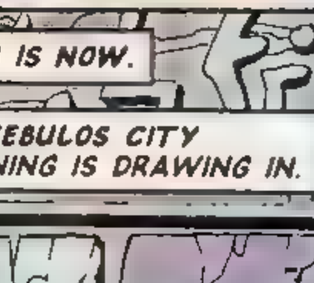
THAT WAS THEN.

THIS IS NOW.

IN ZEBULOS CITY EVENING IS DRAWING IN.

RRIPP!!

WANTED



SPARKSTER
Public Enemy
NUMBER ONE ;
the GEDOL NATION
offers a SUBSTANTIAL
REWARD for Information
leading to the ARREST
of SPARKSTER

THIS DOESN'T MAKE ANY *SENSE!* WHAT'S BEEN HAPPENING ON ELHORN WHILE I'VE BEEN AWAY?

MORE THAN YOU COULD *POSSIBLY* IMAGINE ROCKET KNIGHT!

PAERIE... YOU *SLIME!* I DON'T KNOW WHAT *YOU'RE* DOING IN ZEBULOS...

...BUT IF YOU DON'T LEAVE RIGHT *NOW* I'LL DELIVER YOU BACK TO YOUR SO CALLED KING GEDOL *IN PIECES!*

OH, SPARKSTER, IF YOU ONLY *KNEW*... BUT ALAS EXPLANATIONS BORE ME, SO...

GRUM.. *KILL HIM!*

UH... RIGHT CHIEF, *YOU BET!*

ONE *BARBECUED* OPOSSUM COMING RIGHT UP!

NO YOU *FOOL!* SPARKSTER'S NOT IMPORTANT BUT IF WE DAMAGE THE MYSTIC ARMOUR KING GEDOL WILL HAVE OUR *HEADS!*

BWOOOSH!

'E MUSTAV BURNED UP TA NOTHIN'...

DON'T BE SO *RIDICULOUS!* HE'S OBVIOUSLY ESCAPED SOMEHOW!

AND PEOPLE SAY YOU'RE *STUPID*, PAERIE!

UH?

HAVE YOU FORGOTTEN WHY THEY CALL US THE *ROCKET KNIGHTS?*

THERE'S NO *'US'* ANY MORE, SPARKSTER. YOU'RE IT... *THE LAST OF THE ROCKET KNIGHTS!*

AGGHH!

DON'T GO AWAY PAERIE, WE HAVE A *LOT* TO TALK ABOUT!

AND SINCE I HATE TO BE INTERRUPTED WHILE I CHAT, I'LL JUST DEAL WITH YOUR FRIENDS FIRST!

GAKKK!

SCCHKK!

BUT DON'T WORRY, YOU WON'T GET *BORED*. I'LL ONLY BE A MINUTE!

TCHK!

TCHK!

TCHK!

AND DON'T THINK I'VE FORGOTTEN ABOUT YOU GRUM...

SKRAKKK!

THIS ARMOUR IS THE NEW E26 MODEL ISN'T IT? LET'S SEE IF IT HAS THE SAME *FLAW* AS THE E25.

SKA-BOOOM!

YEP... SAME OLD FLAW!

AND NOW I HAVE YOUR UNDIVIDED ATTENTION PAERIE, I'D LIKE TO ASK YOU A COUPLE OF QUESTIONS.

YOU CAN START BY EXPLAINING THAT WANTED POSTER I FOUND AND THEN GO RIGHT ON TO TELLING ME WHAT YOU AND YOUR CRONIES ARE DOING HERE!

I'M *WAITING*...

YOU'RE NOT GOING TO LIKE IT ROCKET KNIGHT...

KING GEDOL NOW RULES ALL OF ELHORN... INCLUDING THE ZEBULON EMPIRE. *NOWHERE* REMAINS FREE FROM HIS CONTROL!

AND YOU, SPARKSTER, ARE ON *YOUR OWN!*

NEXT ISSUE: **THE FATE OF PRINCESS SHELLY!**

SPEEDLINES

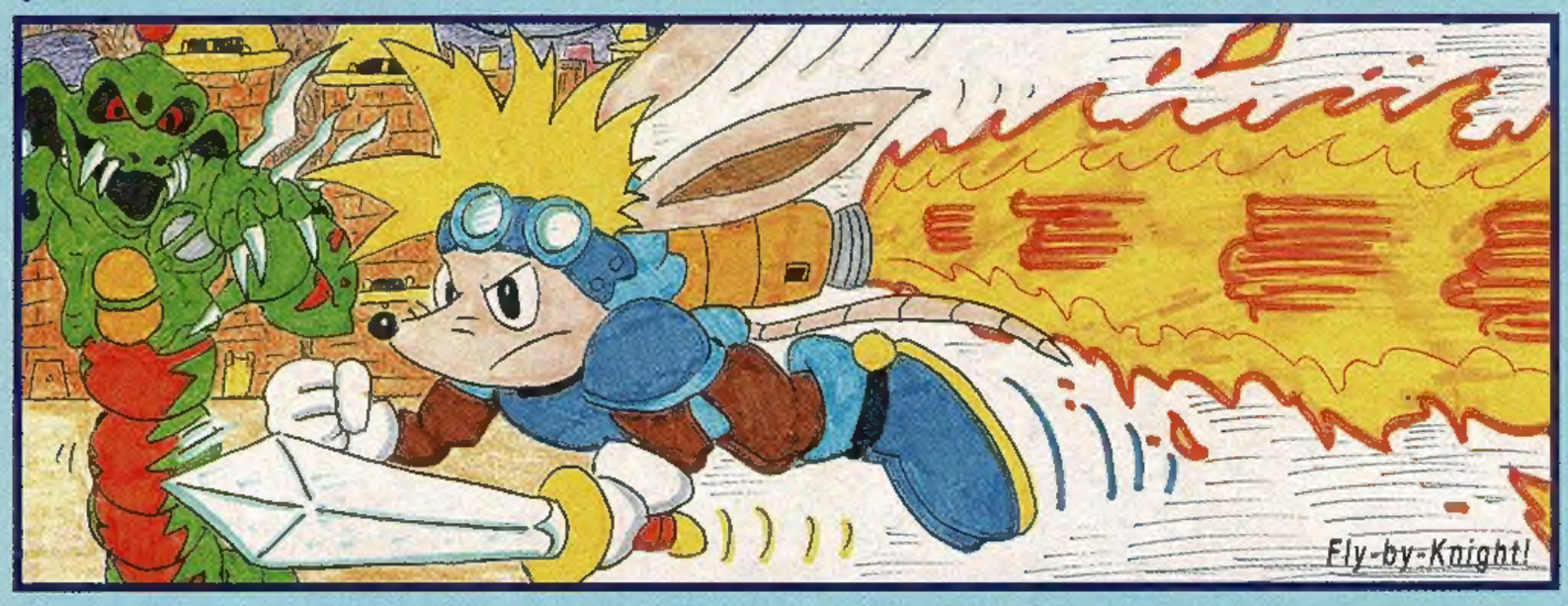
Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Lynne Triplett, Edinburgh, Scotland. Sonic Stationery Winner. →

Gary Zammit, Essex. MD owner. Sonic Stationery Winner. ↓



No Kidding!

Dear *STC*,

I really enjoyed the first series of **Kid Chameleon**, seeing him change from Samurai to Eyeclops to Iron Knight. Will he ever return to *STC* to fight more giant monkeys and invincible folk?

Jason Stokes, Eirth, Kent. MD2/MCD owner. Sonic Stationery Winner.

Funny you should mention that, Jason ... a new six part story of The Kid begins next issue!

Xtra, Xtra!

Dear *STC*,

I heard that a version of **Sonic** is coming out on the 32X. If this is true, will the game feature a new character?

Peter Sheinin, Ashdod, Israel. Sonic Stationery Winner.

There's no plans at the moment, Peter, for a ***Sonic*** *game on the 32X. However, hold onto your dreads because the new* ***Knuckles Chaotix*** *32X game will be reviewed next issue.*

Desperate Dan!

Dear *STC*,

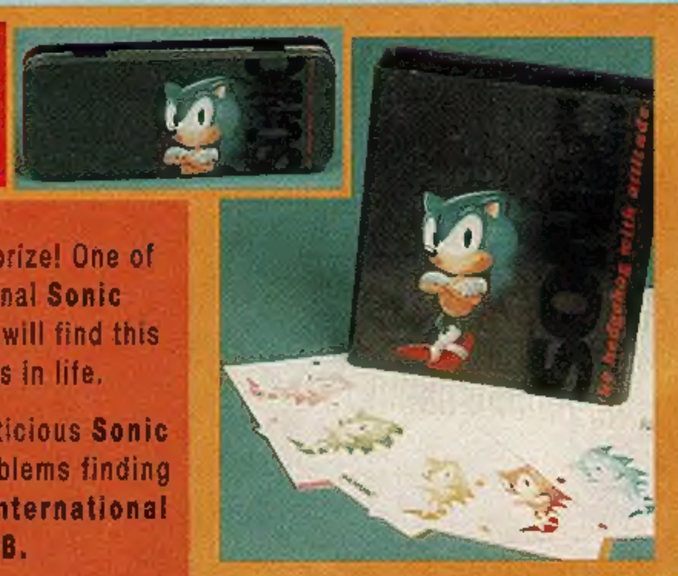
I believe that Sonic and Tails should have their names changed to something hip and trendy! Sonic should be called 'Speed' while Tails should be called 'Fly'.

Daniel Donaghy, Glasgow, Scotland. MD owner. Sonic Stationery Winner.

Hey Danno, how about I change my name to 'Moon Unit Megadroid'?

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on **0171 344 6400.**

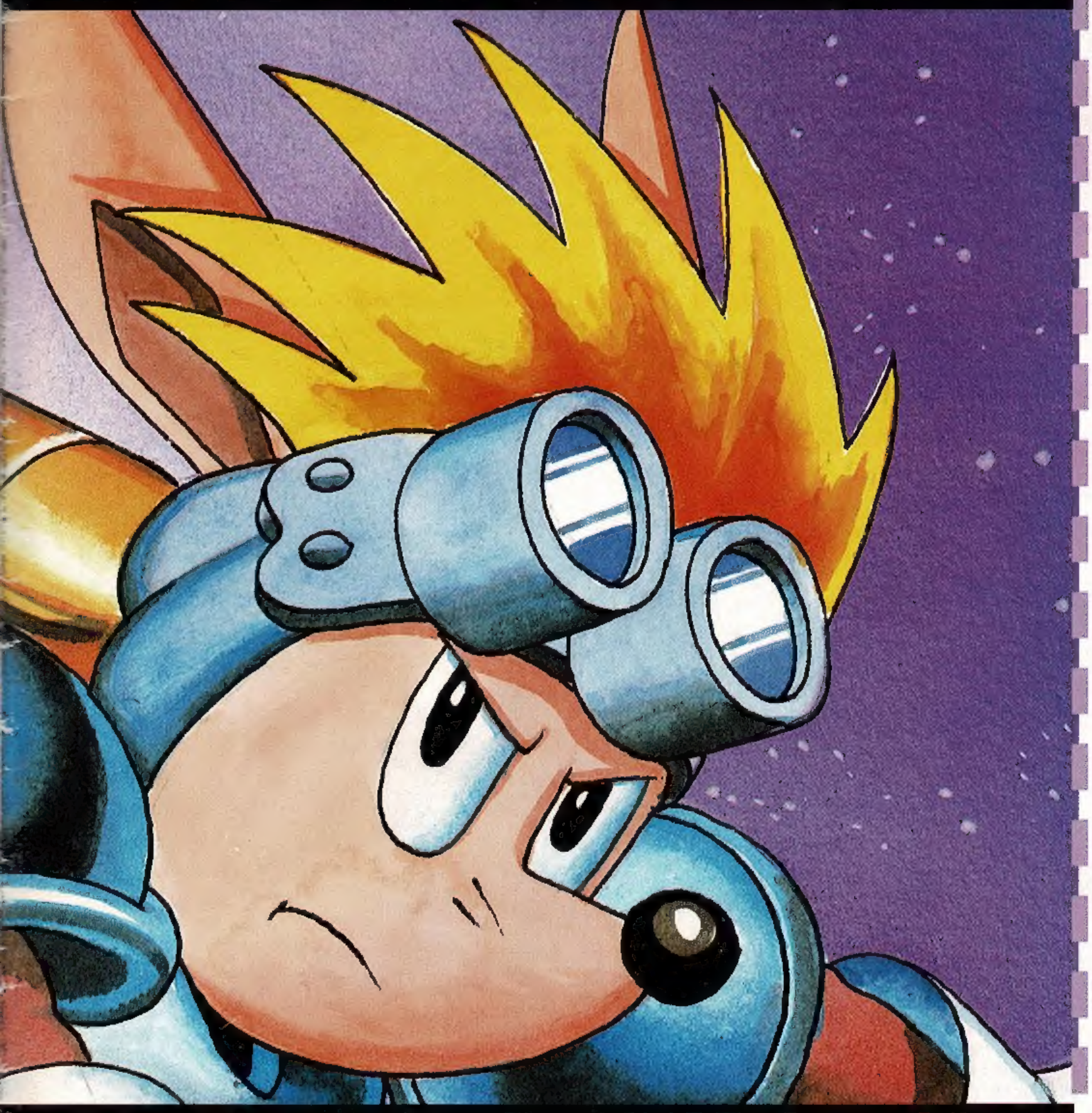
Win a Prize!



It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megaticious **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**

SPARKSTER! WE'VE HAD LIFT OFF!



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Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 53 OF STC?

☐ %

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